



What's Happening on SR-68 (Redwood Road)?

Frequently Asked Questions - Construction Process and Traffic Impacts

When and where will work begin?

The project team is already performing preliminary exploratory and survey work along the project corridor. Crews are also beginning more full-scale construction activities in **early April** in select zones of the project area where design and property acquisition are complete.

The team's first priority is currently the area from approximately 14800 South in Bluffdale to Camp Williams. Construction activities will begin in this area and then move north and south as design and property acquisition is completed.

Construction may begin in isolated areas at other locations along the route, also as design and property acquisition can be finalized.

How will the project impact traffic?

UDOT intends to maintain at least one lane of traffic in each direction along Redwood Road during construction. Lanes will be narrowed and turning movements limited or restricted in some areas of the project, but access to and from residential and business areas will be maintained. Any necessary roadway closures will be planned in advance, notification will be provided in a variety of methods, and work requiring any closures will be conducted during off-peak hours to minimize any potential disruption to traffic.

Given that the current lane configuration on SR-68 in the area is one lane in each direction, UDOT does not expect heavy traffic delays as a result of the construction. Given the limited turning movements and narrowed lanes, however, motorists should allow for some slight delays in the area.

There aren't any good detours in the area. How can I avoid construction altogether?

UDOT is aware that SR-68 is one of only two major north-south routes between Salt Lake and Utah Counties at this location (I-15 being the other). For this reason, they have required the Design/Build team to keep one lane in each direction open during construction. This will maintain the route's current capacity.